



Fig. 1A

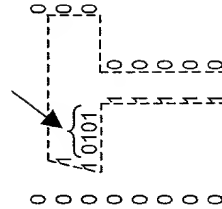


Fig. 1E



Fig. 1C

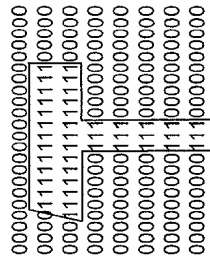


Fig. 1D

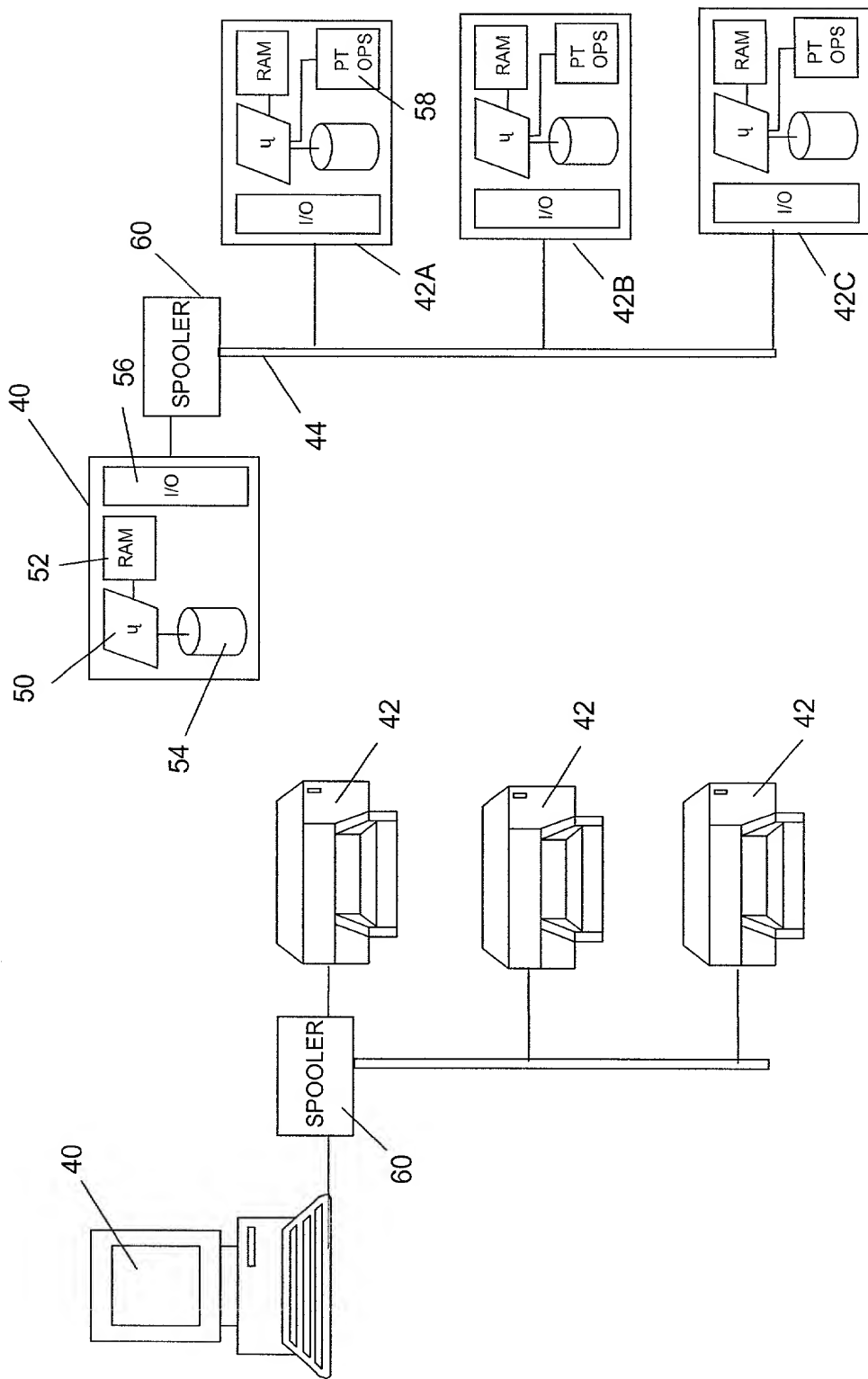


Fig. 2A

Fig.2B

```

/*
  Skeleton rip_nprint, send and status functions, written in a C like
  languages,
  all of which rely on POSIX compliant i/o substructure
*/

/*
  Skeleton rip_nprint function

  on completion, returns a pointer to data structure that represents
  the transformed data
*/

/*
  success of ripping operation
*/
enum success {
  done,      /* rip complete */
  fail,      /* rip failed */
  incomplete /* rip incomplete */
};

/*
  result of ripping operation
*/
struct rip_pcl {
  enum success result; /* result of operation */
  rip *data
};

/*
  rip_nprint
*/
enum success rip_nprint(pcl *raw_data, char *rip_name, char *my_name){
  rip_pcl *completed; /* data once operated on */
  network_id source, destination;
  socket_interface dest_printer;

  setup(completed); /* allocate space for completed data structure */
  source = return_net_id(my_name);
  destination = return_net_id(rip_name);
  dest_printer = open_socket(destination, source);
  if (dest_printer != NULL) {
    if ((transmit(dest_printer, data) != NULL) {
      return (success);
    } else
    {
      return (fail);
    }
  } else
  {
    return(fail);
  }
}

```

Fig. 3

```
/*
skeleton send function

takes name of destination to which data must be transmitted, calls i/o
function
transmit, and returns a success flag
*/

enum success send_rip(rip *data, char * dest_name, char * my_name) {
    network_id source, destination;
    socket_interface dest_device;

    source = return_net_id(my_name);
    destination = return_net_id(dest_name);
    dest_device = open_socket(destination, source);
    if (dest_printer != NULL) {
        if ((transmit(dest_printer, data) != NULL) {
            return (success);
        } else
        {
            return (fail);
        }
    } else
    {
        return(fail);
    }
}
```

Fig. 4

```
/*
  job data structure
*/

struct job {
  long_int priority;
  long_int time_to_complete;
  long_int memory_to_complete;
};

/*
  status data structure (minimal), leaving out temp, paper handling,
  error and wear status
*/

struct status {
  struct job job_list[max_jobs];
};

/*
  skeleton status function
*/

struct status *get_status(char *rip_name, char *my_name) {
  network_id source, destination;
  socket_interface dest_device;
  struct job *this_job;

  job = allocate_jop_status();
  source = return_net_id(my_name);
  destination = return_net_id(dest_name);
  dest_device = open_socket(destination, source);

  job = call_remote_function(dest_device, status);

  return(job);
}
```

Fig. 5

Fig. 6

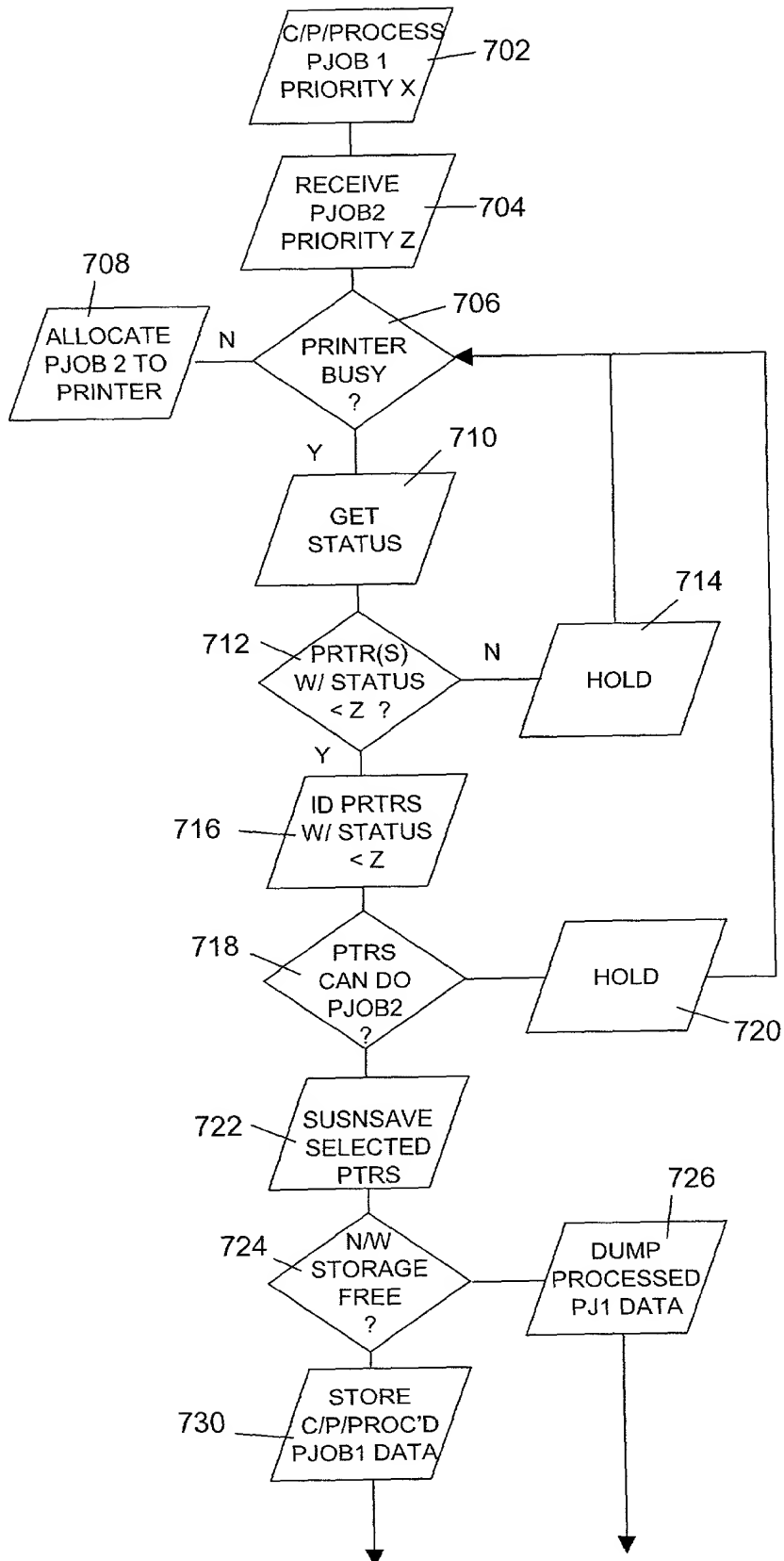


Fig. 7

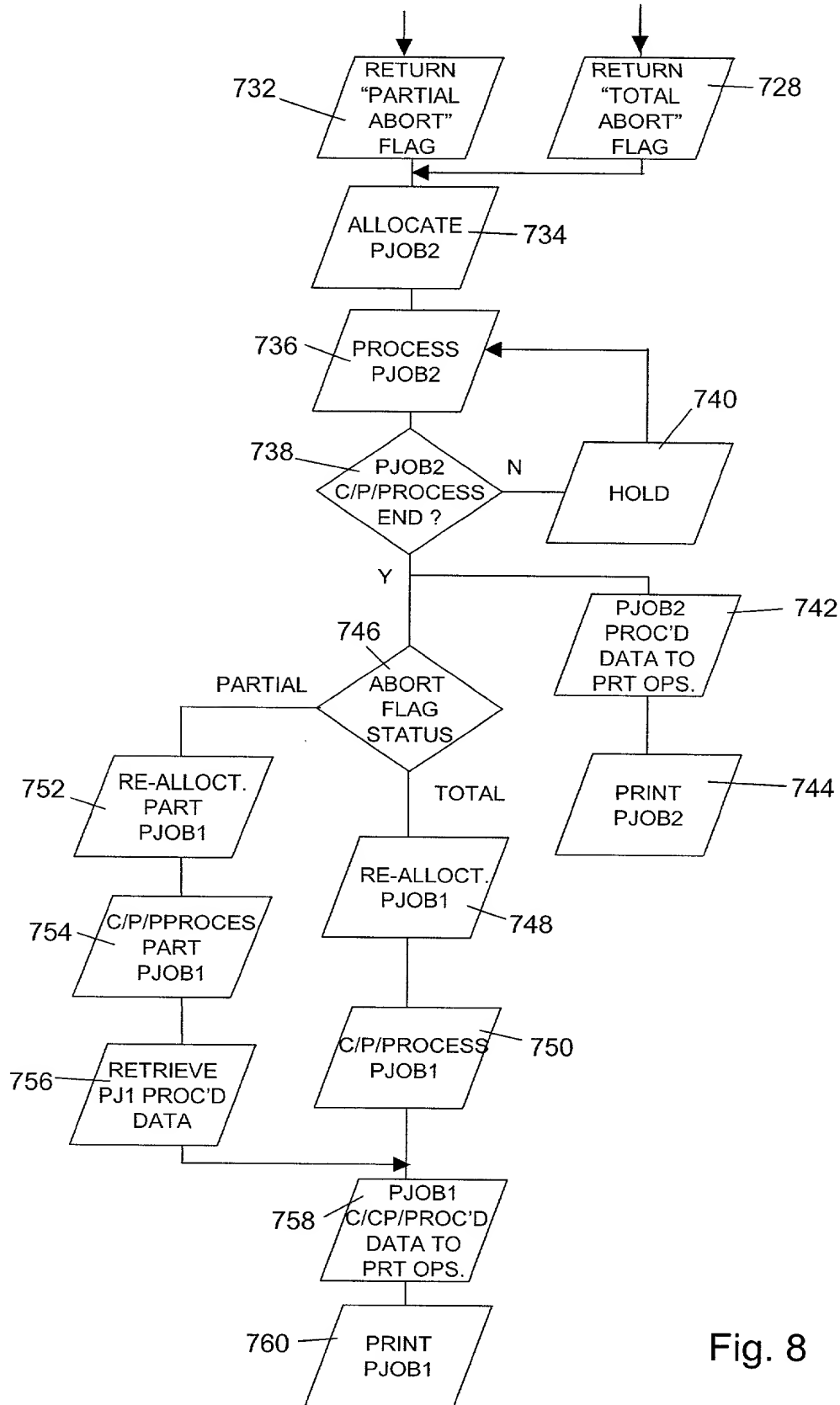


Fig. 8

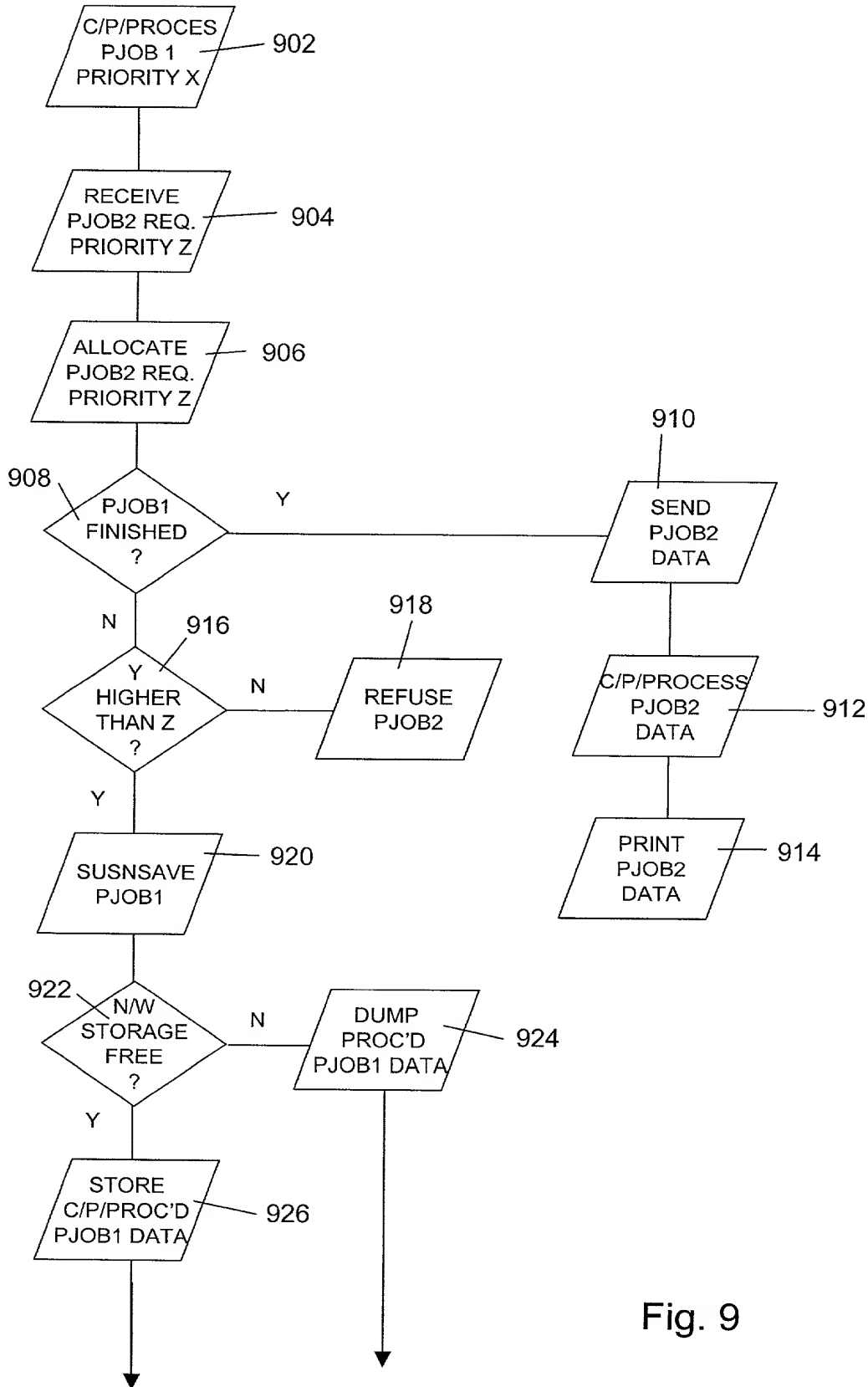


Fig. 9